FEATURING
FOUR DIFFERENT GAMES
Ages 3 to 8

# DISKOVERY reading works

**Four activities that teach reading!**

**Atari 400, 600 or 800 32K**
**Joystick required**
**Commodore 64**

* Programs will vary slightly between computers *

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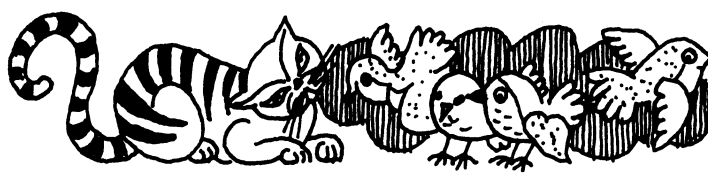
## LEARNING TO READ THE DISKOVERY WAY!

The games in *MATCH-UP* are designed to help children develop the skills required to learn to read and write. *MATCH-UP* teaches the letters of the alphabet and the numbers 0 to 9. Further it assists in the child's learning better eye-hand coordination.

*Match-Up* is made up of four games, **Match-Up**, **Squiggle**, **Speed Up** and **One, Two, Three.** Each game can be played with capital letters, small letters, numbers, common shapes and punctuation symbols. All the choices are easily made from a clear and simple menu.

*Match-Up* is designed especially for young children. There are some rules governing the games but the games are also open-ended to encourage learning and imaginative input. Players can invent some rules of their own. They can choose the elements they want and the way they want to play want to play with them.



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## LOADING THE PROGRAM

**ATARI 400/600/800**

1. Turn off your computer.
2. Put the disk into your disk drive.
3. Close the disk drive door.
4. Turn on your disk drive.
5. Turn on the computer.

The program will LOAD and RUN all by itself.

For MATCH-UP you must have the BASIC cartridge in the computer.

**COMMODORE 64**

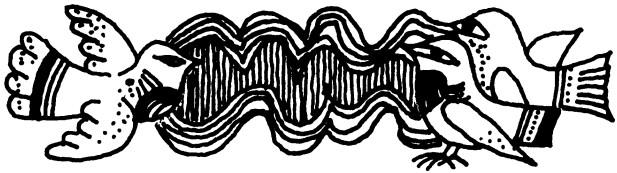
1. Turn on your computer.
2. Turn on your disk drive. Wait for the red light to go out.
3. Put the disk into the disk drive and close the door.
4. Type LOAD "*"8,1
5. Press RETURN

## HOW TO GET STARTED

After LOADing, the words PRESS START OR OPTION will appear on the Atari and PRESS F1 or F3 will appear on the Commodore 64. There are eight possible character sets in *Match-Up*. You can see four at a time. By pressing START or F1 you get a menu giving you the choice of the alphabet all in capitals, the numbers 0 to 9, a set of common symbols or a combination of all three. By pressing OPTION or F3 you get a choice of the alphabet all in lower case, two different sets of characters and symbols or a combination of all three.

## TAKING CARE OF MATCH-UP

1. When you are finished playing, take the disk out of the disk drive.
2. Handle the disk gently.
3. Put it back into its sleeve and put it away in the box.



## THE STARTING MENU

After you have pressed OPTION or START for the Atari, or F1 or F3 for the Commodore 64, the first menu will appear. The screen will be divided into four areas each containing 3 symbols (letters, numbers, shapes or other symbols). At the center of the screen there will be a horse shoe magnet which you can move with your joystick. To choose a menu item, simply move the magnet into that area of the screen and press the joystick button. Each character set is a group of symbols similar to the three characters displayed in the menu. If there are three letters shown in the menu then the character set is made up of letters, if there are three symbols then the character set is made up of a group of symbols that have similar shapes, and so on. The box at the bottom right of the screen always contains all the characters in the three other menu options.

## THE GAME MENU

After you have selected a character set, the **game menu** will be displayed. It has the same format as the character set menu: the screen is divided into 4 boxes and the magnet is at the center. The name of each game is displayed in one of the boxes. Simply move the magnet into the area representing the game you want to play and press the joystick button to make your selection.

## CHANGING YOUR GAME

Anytime, while you are using Match Up you can return to the menus simply by holding down the SELECT or F5 button. It may take the system a few seconds to react, but don't worry, just keep pressing SELECT or F5. In a moment, you will see the starting menu screen.

## PLAYING THE GAMES

### MATCH-UP

After you have chosen Match Up from the game menu, the character set you chose will be displayed on the screen. One character from the set will be chosen at random. You will see it fall from the set and be drawn to the magnet at the bottom of the screen. That will be the CURSOR CHARACTER; you will be able to move it around with the joystick.

Now the screen will clear and only the CURSOR CHARACTER will remain visible at the bottom. Other characters will cross the screen from left to right, one at a time. You can move the CURSOR CHARACTER so that it comes in contact with any of the characters that are moving from left to right. If the moving character and the CURSOR CHARACTER do not match, they will push apart and you will hear a crashing sound. Then the moving character will continue on its way until it disappears off the right hand side of the screen.

If they do match, the two characters will come together with a pleasing visual and sound effect. Then the collection screen will be displayed and you will see the whole character set. The character you matched will change color to help you remember what you have already done.

Now try pressing the joystick button; the joystick CURSOR CHARACTER will change. Try touching any of the letters moving from left to right with the basket. You can catch them. As soon as you make contact with one of the passing letters, you will be switched to the collection screen, where you will see the whole character set displayed. The letter you just caught with the basket will change to the color blue so you can keep track of the characters you have already collected.

When the basket is displayed you can press the joystick button to return to the CURSOR CHARACTER. Notice that the basket cannot catch a character that matches the CURSOR CHARACTER. Notice also that a match will not leave the screen as long as the CURSOR CHARACTER (not the basket) is displayed. The match will keep rebounding onto the screen whenever it hits an edge. But if you press the trigger button and turn the CURSOR CHARACTER back into the basket, the match will keep moving right off the screen instead of rebounding back on.

## SQUIGGLE

Squiggle offers a greater challenge to players who have already mastered Match Up. The game works just like Match Up with a basket and a collection screen. But the letters don't move across the screen in a simple straight line. They squiggle moving up and down and all around as they cross the screen from left to right. It is a challenge to follow them and catch them.

## SPEED UP

SPEED UP like all the games begins with the presentation of the character set. One character is drawn to the magnet and becomes the joystick-controlled CURSOR CHARACTER. Try pressing the joystick button, there is no basket.

Notice that the characters are moving across the screen at the same speed they do in all the other games. Matches will appear a little less than half the time. Try making a match. There are the usual matching sound and visual effects. A basket appears in the bottom left-hand corner of the screen to mark the first match. Now the next character starts moving across the moving faster than before. Every time you make a match the characters speed up a bit.

When you make a match you will notice that there is no collection screen; instead your matches are counted in the bottom left hand corner of the screen. One basket will appear for each match you have made. The baskets will only be visible immediately after you have made the match.

You must make three matches with each character then the character set is presented again, just as it is at the beginning of the game. But wait. the character you just made your three matches with is missing. You've already completed that one, so it is now gone. One of the remaining characters will be drawn to the magnet and a new round begins.

## ONE TWO THREE

ONE TWO THREE is very much like SPEED UP. You must make three matches with each CURSOR CHARACTER and there is no basket for catching non-matches. Matches are counted with baskets in the bottom left hand corner of the screen, but there is no collection screen.

The twist in ONE TWO THREE is that three characters (not just one) cross the screen each time. There is always a match among the three (and sometimes more than one). The object is to spot the match and touch it before the trio gets across the screen and disappears. The characters always travel at the same speed, there is no speed up.

### ABOUT THE AUTHORS


Jill Golick: Author

Peter Marshall: Programmer

Ted Engels: Producer

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### START THE GAME!
### IT WILL SHOW YOU HOW TO PLAY!

# LEARNING TO READ THE DISKOVERY WAY

## WHICH CHILDREN CAN LEARN?

*Average Child:* Diskovery games will encourage and support the reading development of the child who is progressing well.

*Gifted Child:* New vocabulary, new sentence structures, new ideas all presented in animated graphics, let this child move at a fast but enjoyable pace in learning to read.

*Slow Reader:* For those children learning at a rate different from the school's expectations, Diskovery provides the extra practice these children need to learn to read at their own pace.

## WHY WILL CHILDREN READ?

*Motivation:* Exciting graphics, funny and often silly situations, new and different visual combinations work together to motivate the child to read.

*Enjoyment:* Diskovery puts learning and enjoyment together by combining the graphic capabilities of the computer, the fun of the arcade game with the reading skills taught at school.

*Arcade Format:* The interactive nature of the computer tasks keep the learner in the position of controller and decision maker.

## WHAT WILL CHILDREN LEARN?

*Reading Skills:* Letter recognition, word order, sentence meaning and shape matching are essential skills for good readers.

*Vocabulary Enrichment:* New and exciting vocabulary is introduced using visual, contextual and pattern clues.

*Dimensional Concepts:* Spatial relationships, time sequences, order of events, main activity and object-word connection are taught in the Diskovery Reading Works programs.

## OTHER READING PROGRAMS IN THE DISKOVERY SERIES

ALPHABET FACTORY: Robbie the Robot and his helper Topper guide the child in learning the alphabet. **Ages 3 to 8**

THE WORD BIRD: Three games to develop and expand the child's reading vocabulary and spatial concepts. **Ages 6 to 12**

TIME ZONE: Two games to develop the language skills needed for reading improvement and time relationships. **Ages 6 to 12**

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